Squad Orders

Use ○ to issue squad orders in the field:

- Press ○ to send your squad to the location you targeted.
- Press ○ to order them to take cover.
- Press ○ to order them to attack a specific enemy.
- Press ○ to order them to rally to your position, then follow you.

Weapons

Pistols

Pistols are highly accurate, have little recoil, and are easy to use when moving. They are effective at a variety of ranges, but inflict limited damage. Soldier, Engineer, Adept, Vanguard, and Infiltrator classes can train with pistols.

Shotguns

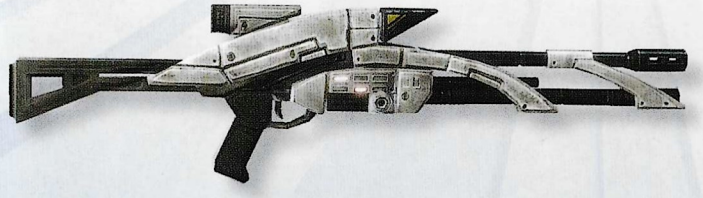
Shotguns have a slow rate of fire and high recoil, but inflict massive damage to multiple targets when fired at close range. Soldier and Vanguard classes can train with shotguns.

Assault rifles

Assault rifles are the standard armament of most Soldiers, offering a good balance between firepower, range, and accuracy. Only the Soldier class can train with assault rifles.

Sniper rifles

Sniper rifles have a long range, are highly accurate, and inflict significant damage. They have a limited rate of fire, however, and are practically useless at close range. Only Soldier and Infiltrator classes can train with sniper rifles.



Grenades

Disk-shaped Alliance grenades can glide long distances and also latch onto targets or flat surfaces to be remotely detonated. Only you, as Commander Shepard, can use grenades.

Press ◀ BACK to throw a grenade, and then press ◀ BACK again to detonate. A grenade will automatically explode after 10 seconds if you don't detonate it.